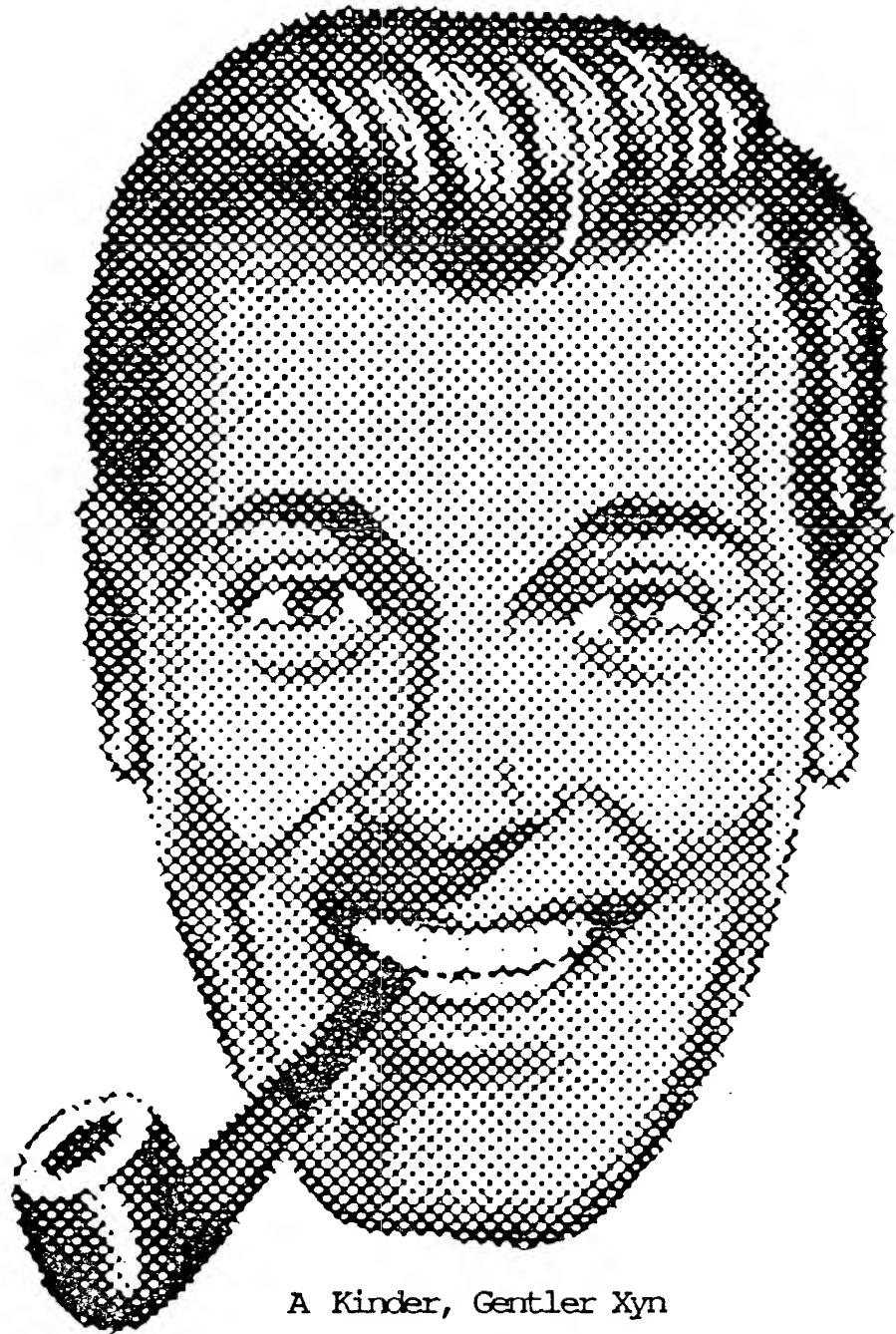


Comrades In Arms
25



A Kinder, Gentler Xyn

Comrades In Arms is "A Kinder, Gentler Xyn" by Tom Swider, publisher. The games we play here are: Circus Maximus, Diplowinn, Dune, Final Conflict, Gunboat Dip, Kremlin, Northern Ireland, Railway Rivals and VANDALS! Descriptions of these games available upon request and may be an amateur design or are available commercially in finer game stores. One dollar gets you two issues; checks are payable to Tom Swider. I will not accept new trades until further notice.

Game Openings

Circus Maximus: GM Tom Swider. Starts this issue, game name is Master-Blaster.

Colonia: GM Brad Wilson. Monster world Dip variant with pieces all over the place. You should write Brad or Fred Hyatt for a set (send \$1--it's large!). Need 9 players. Jack McHugh and Bob Acheson signed up. I believe this will be a 6 week deadline game. Review next issue.

Gunboat Final Conflict: GM Nick Dowling. Many people don't have time to write letters anymore, so gunboat is a good alternative. And if you don't negotiate, how about throwing missiles at one another to add to the excitement? Press will be allowed. Four signed up. Send your preference list directly to Nick and not me.

Intimate Diplomacy: GM Jack McHugh. Single elimination money tournament; pay \$5 (to Jack) and winner walks away with \$40. Rules included in issue #22 (available upon request). Need 8 players. Scott Beckett, Mark Larzelere, Mark Frueh and Mark Berch signed up. Need preference lists from all but Scott Beckett).

Machiavelli: GM Jack McHugh. No famine or plague rules will be used. Need 8 players. Brian Pilz, David Anderson Michael Turner and Spike van Robart signed up. Which scenario, Jack?

Pax Britanica: GM Mark Strouthes. This game will definitely start next issue. Robert Sacks Chester Gates, Chuck Lietz, Edward Allen, Michael Turner and James Goode signed up. Anybody who has not submitted a preference list should do so at this time. Sign up with Mark.

War And Peace: GM Jack McHugh. Tom Swider, Roger Cox, Chuck Lietz and Brad Wilson signed up. Ownership of game required. All but Wilson need to submit preference lists.

Standby Players

STANDBY PLAYERS (Which ones?): Mark Strouthes (any), David Anderson (any but RR), Ran Ben-Israel (Kremlin), Jeff Bohner (RR), Spike van Robart (RP Dip, Diplowinn, Gunboat & Northern Ireland), Jack McHugh (Kremlin), Nick Dowling (any), Jim Nickel (RP Dip), Riley Hamilton (FC Colonia and Vandals!), Robert Belle (RP Dip and Kremlin), Roger Cox (Northern Ireland), Chuck Lietz (Pax and Kremlin), William Lydick (any variant), Michael Turner (Kremlin), Bobby Laboon (any), and Mark Frueh (FC and Gunboat). Four free issues for finishing a position.

KINDER, GENTLER XYNs?

It would appear that two other publishers had the same idea and have declared their xyns to be Kinder and Gentler--Dick Martin's Retaliation and Alan Stewart's Praxis. Retaliation is also a Pentagram Publication, so I recognize that he is a KGX. Praxis however is not, and I suggest a full boycott on this basis. Worse yet, he never wrote to me in the Donner game in Cheesecake after his big "You should write everybody every turn" speech in P #1.

We wish to have no conflict with Mr. Martin as he has made many sacrifices for the hobby (some of which were unnecessary--sorry about that, Dick). Mr. Stewart on the other hand plays the devil's advocate and has proclaimed shouts of "More Game Openings at lower Game fees!" and has not published an issue for quite awhile. We cannot tolerate this type of behavior!

Below are the general rules for my next reader participation game. Afterwards will be my amendments for postal play. Your initial hand will be enclosed in the envelope you found with your copy of the xyn, if your name appeared on this Issue's subscribers list.

HAGGLE

By Sid Sackson

(As it appeared in A Gamut of Games)

Haggle is a party game for the thinking man or woman. However, guests who are non-thinkers, or who just don't want to be bothered, don't spoil it for the others. In fact, they make excellent patsies to be cultivated and exploited.

The setup for Haggle varies with the number of players, with the preference of those preparing the game, and also with the necessity of making changes if part, or all, of a group has played before.

EQUIPMENT: Small blank cards, in five different colors. Index cards cut in half make an ideal size. They can be obtained in yellow, blue, red, orange, and of course, white. You will need twice as many of each color as there are players in the game.

Secret information sheets. These are slips of paper which information concerning the values attached to the colored cards are typed or printed. One piece of information is required for each player in the game and two slips are prepared for each piece of information.

Sample information could be like this:

- 1) White cards have the highest basic value and are equal to a red card plus a blue card.
- 2) A player can score only as many orange cards as he has blue cards.
- 3) If a player hands in seven or more cards of the same color, he is eliminated from play.
- 4) The player with the most red cards doubles their value. In case of a tie, no player collects the extra value.

PRELIMINARY: All of the cards are well shuffled and then dealt into piles of ten cards each. Each pile of cards is placed in an envelope together with two information sheets (chosen at random, except that duplicates should not be placed in the same envelope).

THE PLAY: The object of the game is to collect the most valuable hand of cards. In order to learn what constitutes a valuable hand you will have to read as many of the information sheets as possible. As you begin to obtain information you will want to get hold of certain cards and possibly, to get rid of others. You are free to approach any other player at any time with a proposition to trade information or cards, or both. And, of course, it pays to haggle over the terms in an attempt to gain the most and give up the least.

At an appointed time, you will submit your hand in an envelope with your name marked on it. If you feel it is to your advantage, it is permissible to omit some of the cards you hold at the end of the game from those submitted as your hand.

SCORING THE HAND: The host or GM will score each hand using all of the rules from the game. For obvious reasons, the host/GM cannot participate actively in the game. They should be available for answering questions and, particularly at the start of a game, there are bound to be plenty of these.

HINTS: The first thing a player has to do in order to play well is to gain information as quickly as possible. Deals for exchange of information can take many forms. Players can agree to trade sheets, sight unseen, but run the risk of getting information they already have. Or players can tell each other the sheet number before trading. The deal can involve reading another player's sheet without actually gaining possession of it or even being told about the contents of a sheet without seeing it. In the latter case it is possible to obtain bad information either by accident or by design.

A player should keep track of the sheet numbers he has seen and, unless he has a good memory, it is desirable to make notes about their contents. It is not always possible to obtain all the information nor is it always necessary. A player with a little information and a lot of luck can collect a hand of cards that just happen to fit together well enough to win.

A clever but dirty trick is for a player to obtain possession, early in the game, of two information sheets with the same number. He can then drive a hard bargain from those who want to see this information or can simply refuse to let anyone see it.

A player can ask for a card or cards as part of a deal in exchanging information. He can also stipulate, providing of course that the other player agrees that he can choose the card or cards at a later time.

The above is not meant to cover all the possible forms that trading can take since any deal that two or more players agree on can be made. The ultimate, to my knowledge, in hard dealing occurred in one game when a player insisted upon, and received, the prize as payment for helping the other player win it.

Clear as mud? Thought so. In brief, this is a game where you learn the rules as you play. To do well, you will have to contact other players and exchange information. Below are my special rules for Haggle.

- 1) Players will have until December 31, 1989 to submit their packet of cards to me. Sometime afterwards, the winners will be determined. The two players receiving the highest scores will win a copy of AH's Venture card game.
- 2) The quantity of colors and the distribution of each type of card will be unknown, but may be included on information slips. The same goes for the number of information slips.
- 3) Each player will receive two information slips. Players may do whatever they please with them, include xeroxing and/or forgery.
- 4) Players are not allowed to forge color cards. Each card has my official seal on it. Accept no substitutes! Any player attempting to forge color cards will be tossed to the sharks!
- 5) I will allow players to publish "want ads" soliciting offers for cards and/or information. The publisher assumes no liability for the truthfulness of an ad. The GM will not act as an intermediary for trades. All trades must be conducted between the players themselves.
- 6) Each issue, I will select a rule at random and publish it in its entirety. There will be more rules than the number of issues published in 1989, so only a sample of the information will be published.
- 7) Players can earn extra random cards as follows: Being a standby player (50% chance per issue of receiving a card) Writing an article/cover art (number depends upon quality of submission) and finding new subscribers (one card per new subscriber mentioning your name).
- 8) All updates and information for this game will be published under the game name HAGGLE.

THE ZINE REGISTER

If you are interested in sampling other amateur newsletters, send \$1.50 to Ken Peel for The Zine Register and Masters Of Deceit (address on the back cover). This is a special deal to people new to the hobby. The Zine Register contains a listing of xyns, descriptions of the publication and who to write. Masters Of Deceit is a one shot newsletter which serves as an introduction to the pbm Diplomacy hobby and contains information about the hobby, basic strategy for Diplomacy and explains some of the lingo and strange abbreviations that we sometimes use (ex. Newsletter translates into Zine/Xyn/Zinny/Zeen or several other perversions of the word).

And if you'd like a whole bunch of sample xyns, send Ken \$3.50 instead. He collects the xyns from the trades that he has for The Zine Register along with those that people send him when they do their housecleaning. Incidentally, Ken is running a little short, so if you have zines you wish to get rid of, send them bulk rate to him and he'll be your friend for life. Not only do you get them out of your hands, but you get them into the hands of hobby newcomers.

IDENTIFYING A MUSIC SNOB

By Tom Swider

"Conrad von Metzke isn't a music snob -- he'll try anything."

A Satisfied Customer

The Music Snob is an elusive creature as he (and it's usually a male phenomena) has never been able to come to terms with adulthood and looks back towards those yellow-orange days of college. People who haven't gone to college have yet to develop the tools or vocabulary for true snobbery. Exposure to various types of music is limited in High School to general soft rock (some will recall the term "Top Pop").

The pre-college student also lacks the funds to buy records. Face it, keeping a current music collection is an expensive enterprise and could even lead to obsessive purchases. College campuses also have their own radio stations and record co-ops which prey upon the potential music snobs in academia. "Heck, even if this album does suck, it only cost me two bucks!" And the music snob is born.

The term "Music Snob" (hereby abbreviated "MS") has been tossed around liberally (Oh no! It's the "L" word!), but let's define the attributes of the Music Snob:

- 1) The MS is capable of prolonged discussions of music groups. Music as a hobby usually involves playing an instrument or listening to the music. MS lack the talent to play an instrument yet have a need to be recognized by others. They create their own niche by becoming SMEs (subject matter experts). Knowing a general history of jazz and rock and classical music is fine, but nobody really cares if Beethoven would have been a Hell's Angels member if he were alive today, or if Elvis murdered John Lennon so that he could live in sin with Yoko Ono.
- 2) The MS is sexually frustrated. Music is so much under the microscope that they can no longer feel the passion or anger that the language of music conveys. Happiness is suppressed because many songs successfully express love whereas the MS can't.
- 3) Size of music collection exceeds 100 albums. This is similar to the person who is playing in 40 Diplomacy games, publishes three xyns, and has a real job.
- 4) The MS is a sucker for novelty. One MS once told me that he is tired of hearing the same thing over and over again, and that even if an occult song sounds terrible, at least it beats hearing a Top Pop song again. To that, I simply remind you that sex is sort of the same thing over and over, and most people don't tire of it.

Next installment of the Music Snob series, I will print some anonymous case studies of real life MSs and the horrid lives they are living. If you wish to relate your own MS tendencies, I urge you to seek professional help immediately.

DIPLOMACY HOBBY CENSUS

This handy package available from Dick Martin (address on the back cover) is a compilation of addresses from a whole bunch of amateur publishers so that you can have everybody's address at your fingertips. Supposedly, this will be updated around September or October. I have seen a copy of this and it is complete.

Dick has a statistical breakdown of what the most popular first and last names are in the hobby. Furthermore, the census came out to a total of 666 hobby members in the United States. Proof positive that Dick is "The Great Satan".

Actually, there is an ulterior motive for me plugging this. In the past month or so, I've done a few things which might have annoyed him (including letting Gary Coughlan survive in a game longer than he did), so this is my way of trying to get back into his good graces. Did it work?

Also, Dick is a borderline MS and is in serious danger of becoming a full scale MS. His last move was the purchase of a compact disk system and 10 cd's, only two of which fall into the "Top Pop" category. Typing and editing this endless list of names and addresses may be his only way of coping with his MS infliction. Won't you help a friend?

THE QUEST FOR THE ANTLERED ONE

By Phil Geusz

Not too many Dip players, it seems, get into macho things like deer hunting. BMW's, chess, music and quiche, yes, but deer hunting, no. So I thought I tell you in on what it's like.

My partner and I left St. Louis on December 27 to catch the last few days of Georgia's extended deer season. It was snowing heavily, naturally, but careful perusal of the various weather forecasts available to us indicated that the snow would not extend much past central Illinois. So we went for it.

Four hours later, still in downtown St. Louis waiting to get across the river, we bought our first tank of gas. My pickup has a twenty-five gallon tank, and we had made forty miles.

Ten hours into the trip, we were into central Tennessee, having made about 300 miles. It was still snowing heavily, and we were into our third tank of fuel. At this point, it was apparent that weather forecasting remains an inexact science, at best. It was also about then that we passed our fiftieth Jackknifed semi.

Anyway, we rolled into Pine Mountain, Georgia about 3 pm on the 28th, 12 hours behind schedule. Our guide graciously offered to take us out to do some scouting. I stepped in a fresh pile of deer sign.

Next morning, we were taken out to our tree stands. Generally speaking, permanent tree stands were built by guides for clients. They have a platform large enough to take a couple steps on, a railing both for comfort and to steady a gun on, and a safety belt. My stand consisted of a wooden ladder with very widely spaced rungs topped by a platform about two feet wide and one foot deep. Just to make things interesting, the platform sloped 20 degrees to the rear, and the whole structure wobbled back and forth about 8-10 inches at the slightest motion. The spacing of the rungs was such that I had to jump the last couple inches to sit on the platform. Please keep in mind that all this had to be negotiated in the pre-dawn darkness, and that I had never ever seen the stand before. Naturally, there was no safety belt.

I sat quietly there for about an hour, ignoring the cold and not moving a muscle, all the while telling myself that it was worth it for a year's supply of venison. Besides which, I had paid over \$150 in fees and licenses in order to have all this fun, and damned if I was going to blow it.

Then, through all the stiffness and coldness, I felt the sensation you just can't ignore. I was field-testing something new in cover-scents, and even worse, had forgotten the toilet paper. From there, the rest of the day goes downhill. That night, my gas tank was siphoned.

Next morning, I tried a new deer call (ah-CHOO!). It rained all day, and my guide seemed to have forgotten that I told him to pick me up in case of rain, since I had no wet-weather gear. It was 40 degrees out, and I was among tall, narrow pines that provided no cover at all. This time, I brought the toilet paper but forgot my hat. When after being out for 13 hours, I finally returned to my truck, I discovered my gun case out in the rain. There seemed little point in drying the gun...

Well, the 12-hour drive home through pouring rain in wet clothes and the rusting of my prize shotgun seem almost anti-climatic. Probably in fact, it was the most enjoyable aspect of the trip. Until I fell asleep at the wheel and woke up axle-deep in mud in the median. Thank God for four-wheel drive.

See, just look at all the fun you intellectual types could be having if you'd just unbuckled a little. Heavens, I just can't wait till next year.

Oh yes, I almost forgot. I did see three deer. In Missouri. On my way home from dropping off my friend. They seemed to be laughing.

[Thank you Phil and four issues credit for your entertaining story. I don't know whether or not you will find a lot of pro-hunters out in the hobby. A long time ago this topic came up in The Voice Of Doom (Bruce Linsey) and a lot of the readers were of the "Even pseudopods have feelings" school of thought. Although I won't hunt, I do love the taste of venison.

[My Father was a sportsman and did a lot of hunting and fishing. He took up those hobbies because he wanted a group activity for my two older brothers and myself. Neither Max nor myself found much enjoyment out of it. Max would always catch Poison Ivy, and I annoyed Father by throwing rocks into the water, scaring the fish away. It was then that I would start whining about how I wanted to go home, and the rest is history...]

ONE SMALL VOICE

CHUCK LIETZ (Excerpts)

Undated

Comrades In Arms #23 was very well done and my compliments to you. Your piece on "Music Snobs" was strange but true. (Where did you come up with some of those groups' names?) I guess Dire Straights said it best in "Money For Nothing" saying that no matter what you think of the music, those musicians we look down our sleeves at are laughing all the way to the bank.

A-ha! Now I know what your problem is! You're one of those crazed jello-heads who works for JTPA! (I can say that as my father is a regional director in Iowa for that same program.) You're last line on page two is very well taken and I'd be interested on what your idea of a "cure" may be.

PS: Does Reverend Bobby really use a python for a prophylactic? (That's rich!)

[Unfortunately, there are still plenty of Music Snobs in the hobby. Recently, Eric Ozog has been attracting my attention and he will eventually learn his place in the hobby.

[The group names are fictitious. Gary Coughlan once noted that my writing style is neither factual or fictional, but elements of both. Coming from him, that's a compliment.

[In High School, I had played violin and cello for our orchestra and participated in a local "Youth Symphony", made up of the more talented local musicians. Sometimes I fantasize about the "what if" if I had learned more about music. My parents aren't wealthy and could afford much in the way of private lessons, so I've dismissed musical success as either a quirk in the fabrics of probability, or for the rich. I guess one way or another they deserve the money. After all, the chances of becoming a rock star are up there with winning the lottery, whether it is the NJ State Lottery or the Birthright Lottery.

[As I mentioned to you earlier, I am an instructor at a college that receives grants from JTPA. My boss gets to deal with JTPA--I just have to deal with their clients, so I am saved some of the mental anguish; I just concentrate on my job. JTPA is the "new" CETA program (which delivered training for jobs they would never receive). Our program in specific has been nominated for national recognition, and the success that other JTPA's have had in placing workers might mean that a government program might actually make a profit this year!

[My solution to bringing our country back on its feet (a tolerable unemployment level, fewer crack/coke problems, better human relations) is: rewarding excellence more frequently, punishing bad behavior quickly and firmly (including the death penalty and stern methods of national birth control) and teaching youth more about planning and superior human relations. I started listing a bunch of my arguments but found that it would take more than a page to solve all our nation's problems. Once Americans themselves are a better people, our problems will be fewer.]

THEO CLARKE (Excerpt)

(December 8, 1989)

It seems that I might be a music snob. I am planning to review the 1988 LPs that I have bought in the first SFCP of 1989 (#29) because we have never published anything about music. Does the act of publishing the article make me a music snob, or will that depend upon the content?

Your playlist was a neat gag. Of the Top 50 Albums I have numbers 3, 27, 30, 41, 42, 44 and 45. I am thinking about buying numbers 7, 10, 13 and 50.

The list of wargames for the novice is interesting. I would replace The Creature That Ate Sheboygan with Attack Of The Mutants and I would recommend the aged WWW game of Blenheim if it is still in print.

The Popular Front might be popular with other Americans but I suspect that I am missing some of its appeal.

[Interesting question ("Does the act of publishing an article make you a music snob?"), and I would say the answer is a definite NO. All you are doing is publishing controversial material to try increasing your reader interest by getting them upset with radical music opinions and causing them to riot. The author of the piece is a music snob, but why not use them to your advantage?]

[Numbers 7, 13 and 50 are good, but not 10. And why don't you buy number 12!?

[I know that Yaquinto is out of business and that the availability of Attack Of The Mutants

is limited, as is Blenheim. A game I played recently for the first time, Druid (by West End Games) is an excellent novice wargame. I also enjoy games on an ancient topic so I recommend those whenever I get a chance so I can find more opponents.

[As far as The Popular Front goes, the only thing I didn't like was the sports stuff. But there may be people who enjoy sports chat. I could also see an argument about the "Host From Hell" article on Dave Perlmutter. Topics on "inside jokes" have a limited appeal, and if you come right down to it, Dave doesn't even get the xyn! Jack will probably go through some changes here and there until his subxyn finds a comfortable niche. If there is something you do or don't like, drop him a line.]

ROBERT SACKS

(January 9, 1989)

When Hopcroft first asked me about selling drugs, I thought he was asking about pharmacists.

My drug of choice: Sugar, especially Coca Cola Classic. I also drink coffee and tea, very sweet and very light. I even drink alcohol (NOT BEER), but so infrequently that I have acquired a teetotaler reputation. I don't smoke, inhale, inject or inject anything in the way of drugs. And I'm afraid I fouled up on my SAT tests and only got 1595.

[Never expected you to be a sugar-fiend. You do have good taste in preferring Coca Cola Classic. I, too, am a member of "The Older Generation" who prefers The Real Thing. However, I like it because its not as sweet as Pepsi. At fast food places, I will order a different drink when all they have is Pepsi and ask "Will Pepsi Be Alright?"

[Next time you take a battery test, you better study harder. SAT scores became a topic of discussion in Eric Kane's Anduin. Guess people can't resist the urge to compare scores...]

CHASE: An Overdue Review

By Tom Swider

There had been some games which I have been meaning to review for awhile, and Chase by TSR is one of them. If you like pure strategy games like chess, you will like this game. If you can't stand them, you won't like Chase.

Chase comes with a nice set of components, although there is some doubt whether the game is worth the \$13 I paid. The board is a hex grid which is a nine by nine hex grid simulating a cylinder (ie. the board wraps around like in a global wargame) and the playing pieces are two sets of colored dice. There is no terrain on the board with the exception of the chamber space which allows a player to create more playing pieces.

The dice facing determines the number of spaces which that piece may move, with the object being to reduce your opponent to a total of four dice (out of nine). At start, the dice are positioned such that their totals equal 25. Whenever a piece is captured, the player losing a piece must adjust their lower dice to bring their total back up to 25. Slower dice are more useful in tactical situations, so there is a familiar acceleration factor in the game--once you start losing, it tends to go downhill, although not as badly as in Chess. The chamber allows a die to have its total divided between itself and a reinforcement, allowing you to regain lost pieces. Therefore, control of the center of the board is crucial.

A normal move includes straight moves, moves which allow you to bounce your piece off the top or the bottom of the board, carom into a neighboring piece to move that piece one space (with a possible capture) and adjusting pip totals between a pair of adjacent dice.

This won't be the next Chess or Shogi, but it is a fun diversion which takes about 1/2 hour to complete. It will take a few plays before you get used to the way the pieces work and to come up with effective pinning moves and initial openings.

As a word of warning, I would stay away from TSR's other "pure strategy" games. I purchased the Cage game and it was so limited in scope that I got rid of the game; a minute to learn, a minute to master. The additional games in this series was, in my opinion, a cheap shot at riding the coat tails of Chase's success.

STANDARD DEVIATION issue 18.

by Paul D. Kenny; 75A Maple Ave; Collingswood, N.J. 08108

NORTHERN IRELAND 1988 Plp:06

Its interesting to see how this game is already developing. Its also interesting to actually look back and see what was historically going on in Britain's Viet Nam. As a time reference, we were then involved in Viet Nam, (ever hear of the battle of Hue?). Whats going in Ulster now? Well, the British have ruled an end of their right to silence. If you're arrested and refuse to answer questions until your lawyer arrives, then you are admitting your guilt of what ever crime your charged. This is in addition to the special Diplock courts for Irish prisoners.

There are those three Irish kids who got sentenced to 25 years apiece for having parked their car outside some british politition's office, (The Winchester Three). They were accused of being in the IRA and conspiring to set a bomb. After only 14 years, the British Justice system may be giving the Guildford Four a new trial. If the Birmingham Six get the same treatment, they would only have 11 more years to go. In this country, Joe Doherty is still in a New York City detention center. Six years ago, the British asked our government to get him and send it back to England for killing a British Soldier. We arrested him, but then the courts stopped what they called an illegal extradition. Irish-American groups have so far succeeded in keeping attention on the matter, trying to have him extradited to the Republic (Eire) instead.

The Provisional Irish Republican Army has disbanded a renegade unit that was based in South Donegal. The unit was blamed for the killing of a former RUC member as he was seeing his girlfriend in Ballintra. Even the Sinn Fein, the main Republican political party, denounced the killing. Gerry Adams, president of the Sinn Fein, said in his address at the party's Ard Fheis (convention) to the IRA, "You have a massive responsibility. At times the fate of this struggle is in your hands. You can advance or retard this struggle." The unit was also blamed for the 1987 Enniskillen bombing.

In Britain, there is also a new law that prohibits the press from interviewing or quoting members of the Sein Finn, the Official (Non-violent) Republican Party. The Sein Finn mostly campains on bread and butter issues.

There are three middle of the road groups in Ulster, the Northern Ireland Labor Party, the Alliance Party, and the Social Democratic Labor Party (SDLP). The Labor Party there is about as popular as the Communist Party over hear, and run about the same speal, in addition to being Unionist. The Alliance Party is a true mix of middle class Catholics and Protestants, which get about 2 to 5 percent of the vote. The SDLP is the true sitting on the fence group, which is made up primarily of moderate Catholics, but has a small protestant following. They have offered some real solutions to the Northern Question, but the only one to ever be addopted is the Anglo-Irish agreement between Britain and Ireland which the British seem to be using to get money from the United States and wanted Republicans from Eire.

The Times--REPUBLIC TAKES ADVANTAGE OF TERMOIL IN BRITAIN, CONTROLS IRISH SEA; RED WAVE TAKES ARMAGH; REPUBLICAN MOVEMENT NOT DOING SO WELL; VOLUNTEERS BULL THEIR WAY BACK INTO LONDONDERRY, APPRENTINCE BOYS GO ON PARADE.

BRITISH (Brad Wilson): NMR!!! has A Newtownabbey; F NORTH CHANNEL; F LONDON.

EIRE (Robert Belle): F Dublin-IRISH; A Drogheda-DUNDALK; F BALLYSHANNON stands.

INLA (Jack McHugh): A ENNISKILLEN-Armagh; A DUNGANNON-S-Enniskillen-Armagh.

OFFICIALS (Riley Hamilton): A Londonderry-hold (retreat Derry, Waterside, Ballymena); A BOGSIDE-S-Londonderry; A Strabane - GLENELLY.

PROVOS (Dan Wilson): A FALLS-Shankill; A MARKET-Shankill; A Armagh- continues barricade construction (H), ((looks like they didn't finish in time)), retreat Monaghan, Newry, Banbridge, Andersontown, Graigaven.

UDA (Roger Cox): A BELFAST-holds; A HOLYWOOD-S-Belfast; A STORMONT-S- Belfast.

UVF (Nick Dowling): A COOKSTOWN-S-Colerain-Londonderry; A Coleraine - LONDONDERRY; A-ANTRIM -S- Colerain-Londonderry.

All underlined moves fail. (more)

I have since talked to Brad Wilson, and he said that he left a message on the machine. Sometimes the measages do get lost. Although I doubt that Brad will miss the moves again, will Mark Strouthes please submit standby orders for Britian. His address is 413 S Henderson Street Apt 13; Bloomington, IN 47401-4852.

SUPPLY CENTRE COUNT, NORTHERN IRELAND WINTER 1970: GAINS/losses

BRITISH: London, Liverpool, Larne, Belfast.	(3) even.
EIRE: Dublin, Drogeda, Donegal, BALLYSHANNON	(4) Build 1
INLA: Enniskillen, Omagh, DUNGANNON, ARMAGH	(4) Build 2
OIRA: Derry, Bogside, Strabane	(3) even
PIRA: Falls, Andersontown, MARKET, Armagh,	(3?)even?
UDA: Shankill, Holywood, Downpatrick, BELFAST	(4) build 1
UVF: Londonderry, Coleraine, Antrim, COOKSTOWN.	(4) build 1

Retreats, builds and moves to be done together, unless I get at least 2 people requesting to hold the game up. There will be no separation of seasons. Orders due March 10, 1989.

remember, this game has black PRESS:

PROVOS to INLA: You are nipping the heels of the Hell Hound, while leaving your own back open to the slings and arrows of righteous indignation. Beware the "OH's"!!!

ARMAGH: Prepared for imminent invasion of its home county, the PROVOS have left trained and ready home-guard troops to protect county ARMAGH. They might not be able to hold off the initial thrust, but help will always arrive.

THE RED CLOVER: (January Excerpts) Headline: BRITS KILL 74 IN HOLIDAY VIOLENCE

Editorial: There shall be no victory if we sell ourselves to an outside cause. This is our fight. Living: Paisley's new Book reveals sordid past. Thatcher seen reading a copy while on Christmas retreat.

UDA to EVERYONE: I have high friends in low places. I'm gonna build a fleet, sail for Britain, and take a piss against the wall of Buckingham Palace! I'll send you a post card from London.

SD to UDA: Hope its a dry postcard.

PROVOS to INLA: I will make this one gesture to you: peace between us now and I Won't attack your way. ((looks like he made a gesture back)) The center of the board will be safe from attack from me. I do believe you will have your hands full from the OFFICIALS anyway; you do not need a two front war, as I don't. So shall it be peace?

UDA to UVF: Well YOU Don't Belong in Antrim either!

INLA to OIRA: Hands Off!! Yer lucky I don't come up and smack ya...

UDA-UVF: Nicky Boy, ((getting personal, eh?)), ya wouldn't be thinking of takin' me home sod, now would ye? I guess what everyone said is true: the "V" in UVF doesn't stand for Valor, But it stands for VERMIN!! And we Irish love to stomp on VERMIN!!

(UPI)LONDON: Blimey, the Republic of Ireland (EIRE) always did have some dimwits for leaders, but this one is the kidney in the pie! Only a dumb mick Catholic would have ordered an army to walk on water in support of a fleet!! What next, lad? Are we going to have immaculate movement across many counties? As you can tell from this presss release, the Queen mother is rather upset about the plain ignorance of you micks, so you can forget the alliance between our two powers!

FALLS - LONDON: Hey, England!! We're gonna give your stupid Queen a SEMTEX pie for her birthday. Make sure all the ministers comes to the "paw-tay"!

INLA: As Trotsky, our mentor, says, we in the Revolutionary Movement should cooperate with the more progressive elements of the oppressing capitalist class. As such, the INLA will design to cooperate with all other players, including the hated British Scum. However, the British must meet us halfway-- not refer to us as "Irish Scum."

SD to INLA: How does "Traitor" sound?

Other standbys for Northern Ireland: Russell Rowe, Paul Maurone, David Anderson, Bill Savatore, and Carman Cenammo. Please let me know if you want on or off the list.

VACATION DIPLOMACY III 1988 Vrm

SPRING 1903:

AUSTRIA: (Cheek): Play card #92 to convert F Alb to A Alb; A ALB-S- Bud (IMP!); A Bud- S- Alb, d., retreat to TRIESTE, only space open; A VIE- S- Bud.

ENGLAND: (B. WILSON): vF W. MED- S- F Iri-Mao; A DEN-Kiel; F Irish- MAO; F Nth S.- HELG; F SCAG-Den; F Edi-NTH.

FRANCE: (HESS): F BRE-Mao; F Mao-Amer. (d, retreat Eng, Gas, Port, or N. Afr); F Port- SPA(sc); A Spa- MAR; A BEL- S- Ge Army Hol.

GERMANY: (BROOM): A Mar-BURG; F Kiel- BER; A MUN-S- Kiel-Ber; F Helg-KIEL; A Hol- S- Helg-kiel.

ITALY: (RICHTER) A Tri-TYROL; A VEN-S-Tri-tyr; F ROM-Tyrrh; F NAP-Ion; F TUN- S- Nap- Ion.

RUSSIA: (LABOON): F SWE-hold; F BOT- S- F Swe; A Ukr-Gal; A BOH-vie; F Aeg-ION; vF LYO- Tyrrh; A Rum-BUD

TURKEY: (COX): A SERB-S-Ru A Rum-Bud; A Bulg-RUM; F GRE-S-Ru F Aeg-Ion; F E.MED- S- Ru F Aeg-Ion; F Smy-Aeg; F Con-BLK; vF NAO-Amer; vF Ire-IRISH.

Underlined moves fail. Actual mileage may vary.

PRESS: ((England is sure popular.))

Moscow to London: I once complained I had no starter fluid, but then I met the man who had no chainsaw.

Austria to England: Honesty pays, but it doesn't seem to pay enough to suit a lot of people, (guess who?).

Turkey to England: Poor, poor, pitiful England. Who do you think turkey should ally with? The fact that Mr. Laboon ((Hey! Shouldn't that be Revernd Laboon?)) & I are South Carolinians (by the Grace of God) did not decide my alliance- I'd as soon stab him as anyone. And you think you're the only one having to fight "two-way?" Try this corner, buddy. My ass bleeds for you! ((Actually, your corner seems rather cosy. I wish my Turkey in my game of Vacation Diplomacy was the same.))

Excerpt from Clause Von Bluber's History Of The 20th Century, ((should we be taking notes? This sould like a history lecture))published circa 2004 A.D., taken from Vol. I Chapter 10 entitled "History vs the Historical Simulation" beginning on page 127: "...while the game of Diplomacy is a rather simple game to learn, it is still to be considered an Historical Simulation game because it depicts alliances and treachery that were so much a part of history at the turn of the century which eventually lead to the first global conflict known as World War I.

There are those that do not apreciate Diplomacy's ability to depict global forces at play or the leaders which drive those forces by making and dissolving alliances as they see fit for the benefit of their countries. Instead, when ever these individuals see alliances being made, they believe the true spirit of the game being played is lost.

Let us examine a 1988 PBM "Vacation" variant of Diplomacy (see Appendix G for complete game) at the conclusion of the second complete game turn. Here it is rather obvious that two separate alliances have formed: a Franco-German Alliance and a Russo-Turkish Alliance. The Austro-Hungarian Empire is clinging for life but neither Britain nor Italy is suffering at this point. In point of fact, Austria Hungary aside, the remaining six nations are within one suppy center of each other. However, Brad Wilson (the British player) believes it is now necesary to offer a concession in the game to the two alliances for the following two reasons:

1. The catual geographic location of the players involved in the alliances. players in the Russo-Turkish Alliance are from the state of S.C. and the players from the Franco-German Alliance are from Iowa.

2. To quote Mr. Wilson, "I doubt whether Brady (the Italian Player) & I - not exactly close allies- can hold off two 2-ways."

To address Mr. Wilson's obvious malfunction in reasoning, it will be necessary to study his two arguements individually.

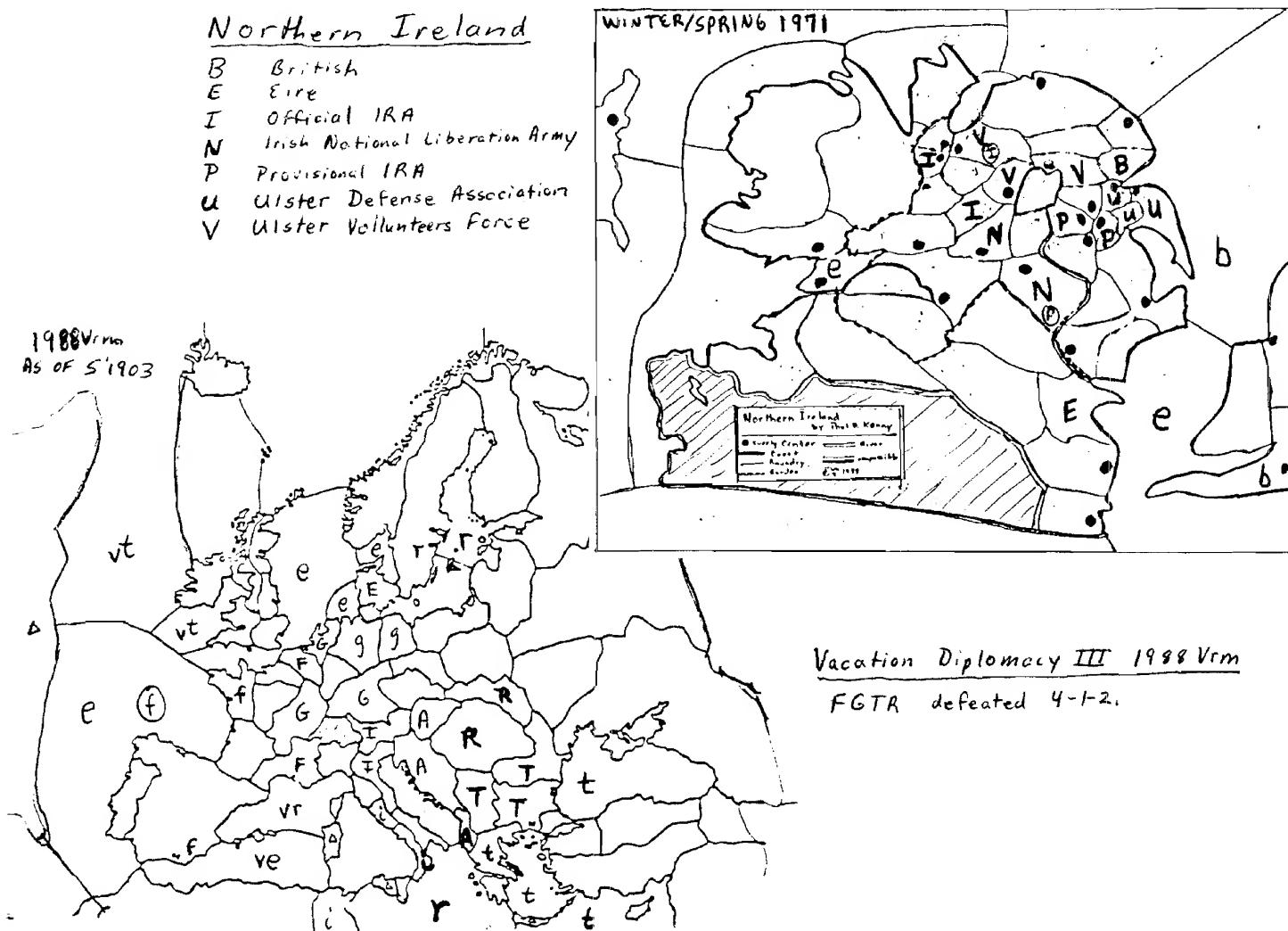
First, I do not know of a single instant in all of history that an alliance was formed where both countries did not believe it would benefit their respective country. In this instance, the benefit is immediately recognizable as better communication by not having to rely on the mail service. Battles have been fought unnecessarily because of the lack of communication such as the Battle of New Orleans after the War of 1812 was over. So what is the problem? It's a benefit which both alliances are taking advantage of. Would Mr. Wilson have us believe that he is not a leader good enough to overcome geographic problems?

Second, Austria-Hungary aside, it appears Mr. Wilson would like us to believe that he and Brady alone are going to have to fight four different countries. It is obvious both declared alliances will still have to fight the other four countries and one of those alliances are embroiled in a war with Austria-Hungary. Though he and Italy are "not exactly close allies," the statement itself implies that they ARE allied.

Last, "Treaties [which can mean an alliance] are made to be broken." How does Russia feel with Turkey getting all the builds that last turn? Reliable sources (Not shown in Appendix G) have indicated France threatening the traditional stab on Germany. ((denials will be printed next month))

I don't believe I just typed all that. Anyway, DEADLINE is March 10, 1989. Beware of the phone, (see above).

I am back in school, and this semester promises to be just as rough as the last. Additionally, I am working two more hours a week, so my time is going to be very limited. Keep this in mind when sending in your moves. Late at night normally IS a good time to call, since I will probably be burning a lot of midnight oil, (although, a lot of the burning will take place in the school library).



THE POPULAR FRONT #2

A Marxist Subxyn By Jack McHugh
 "Diplomacy's Shining Light of Adulthood"

Hello to all of you readers out there in Dipiland. Yeah, I know, my first NSXR (No Subxyn Received), come on, you knew it had to happen, didn't you? That's right, the guy who NMRed as a player now does it as a publisher. So much for my string, my printer (that Tom Mainardi was kind enough to sell me) is now working fine and I can start pubbing again. God does work in mysterious ways, doesn't He? Back to your regularly scheduled subxyn.

Today we've got an exciting line up for you: a book review by mol and my first submission by a friend of mine down in Louisiana, Kirk Carroll, who was good enough to host yours truly during the last Mardi Gras. Kirk recently stayed up here in "Yankeeland" -- a term he uses to refer to the North -- and has an article that details the differences between North and South. It is a really vicious article and I'm sure that Kirk meant every word of it! And you thought the Civil War ended in 1865, pshaw! It is alive and well in the Confederacy. This is the thanks we get for letting those rednecks back in the Union. You just can't do something nice for some people I guess. We'll be back with our subxyn after these commercial messages.

Vote me a ten in Runestone Poll Dip and I will eliminate Dick Martin once and for all! Ya here that Bruce! Whoever you are, how about writing to me. Tom gave me the money but I still need any preference lists for any of my games. Write me and not Tom about my games. It is annoying now but could get you an NMR once the game starts. I will not be responsible once the game opens for stuff sent to Tom (and neither will he). In fact, if more than one person sends in for a position, I take them as first come, first serve, to me.

For Mac players, be sure to send in your suggestion for which scenario you would like to play. If we have 5-6 players, and if enough people agree upon one of the smaller scenarios, we won't have to wait for some sucker to come along to Play the Pope (Assume The Position). And Now Back To Our Regularly Scheduled Subxyn.

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THE NORTH: ONE SOUTHERN'S PERSPECTIVE
 By Kirk Carroll

After a recent visit to the "Enlightened North", Jack McHugh persuaded me to jot down some observations of the North as seen by one who has lived his whole life in the Deep South. One of the first things I noticed when I was north of the Mason-Dixon line was that people passing me on the road, seeing my Louisiana tag, would glance back at me as if to say, "Asshole". This, I can understand. Down here, we call people driving vehicles with Northern tags even worse: we call them "Yankees". This may not sound very insulting, especially if one happens to be, for some reason, proud of that title, but down here, that is the ultimate insult, for "Yankee" is just another way to say "Asshole".

While I'm on the subject of driving, let me add that I found the toll roads, especially those tolls on the federally funded interstates to suck Big Red Apples. A dollar, for instance, to travel through a dumpy little state as Delaware! Get real! The North has given a whole new meaning to the term, "Highway Robbery"! If the roads were kept in decent shape, I may see placing tolls on certain non-federally funded roads or bridges, but the roads, in Pennsylvania, especially, are abysmal! Even worse than those found in Louisiana (and I might add we have some pretty poor ones here)! And down here we mark our potholes with cones or barricades, not with unlucky Yugos that have fallen victim to the potholes, as they do in Pennsylvania.

I began to wonder if the concept of toll roads were uniquely Northern. The only tolls that we have around here are on bridges -- the Greater New Orleans Mississippi River Bridge, for one (which has just recently been imposed the new governor), and the Lake Pontchartrain Causeway (a 26 mile bridge across the lake connecting New Orleans with Mandeville, LA). Neither of these are part of the Interstate system. Outside of Louisiana, in the South, the only toll roads I know of for certain are in Florida (the Florida Turnpike), a state consisting of, for the most part, transplanted Yankees. Not only did they invade Florida, they also imported their damned toll system with them!

Driving in Pennsylvania was especially fun. Very few exits are marked, at least marked plainly, and you can watch highway lanes become exit lanes before your very eyes with no warning.

The most fun, however, would have to be driving in New Jersey. Their "Traffic Circles" are indeed unique. The person who invented this should be drawn and quartered, tarred and feathered, shot, and hanged. Hey! New Jersey! Ever heard of "Traffic Lights"? (Can you say that?) A neat invention, really. Granted, it's not nearly as challenging as a circle, but at least you don't need a degree in Analytical Geometry to successfully navigate it.

New Jersey, now that's an interesting subject. My God. People actually live there. Apparently on purpose. Why? ("You see, Tom," said Jack, "it's not just us in Pennsylvania who hate you, it is the whole country." How true.) Why would anyone want to live in dumping grounds for Philadelphia and New York City? While visiting, I notice that Tom carefully separated glass and aluminum from everything else. Jack was quick to point out that people elsewhere didn't do this because they knew that their garbage was going to New Jersey.

Anyway, I just recently discovered that New Jersey actually does exist. Up until now, I, along with many others from around the country, thought New Jersey was something mythical, kind of like the Boogie Man. "Be good, or the Boogie Man will get you." "If you don't shape up, you'll find yourself shipped off to New Jersey!" But to my surprise and utter horror, I found that New Jersey does indeed exist! Nobody knows for sure why (except, of course, for those who live in Philadelphia and New York City).

The thing that will forever separate the North from the South is the weather. Down here, we believe that ice should be placed in a drink, and not walked or driven upon. The only snowballs we know of are the kind you pour syrup over and eat on a hot summer day. We believe that salt should be poured over food and not on roads. We think that "White Out" is another name for "Liquid Paper". And y'all must really think that it's fun to lay out in seventy degree weather in December and January, drink a cold beer, and think how funny it is that the poor Yankees are freezing their butts off and paying outrageous prices for our oil to keep them warm.

I always heard that people in the south are much friendlier than those in the North, and I always wondered if it were true. Well, it is. Up North, should you say "hello" to a stranger, you are looked at as if you are an alien from Betelgeuse. Their personalities up North reflect the climate: cold. At least down here, you are always guaranteed a simple "hello" and a smile by the people you pass on the street and being friendly does not warrant a visit to the psychiatrist.

Now that I have done my part in sparking the Second Civil War, let me close by passing along my true, heart-felt feelings about the North to those unfortunate to live there: It sucks.

Jack, would you care to comment on the South as seen by a Damned Yankee?

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Sure, I'd be happy to respond, but first I'd like to give all my other Yankee friends a chance to answer these really vicious charges. So I will answer in the next issue and publish as many responses as I can fit. So get writing all you Yankees, are we gonna take this lying down? No, I say, write me and show the Rebel just what we Northerners are made of!

Besides you stole all of my best jokes and I've got to think up some new ones. Thanks for the article and keep 'em coming. Remember articles are good for four issues worth of sub credit.

Now for something completely different:

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A BOOK REVIEW
Libra by Don DeLillo

Don DeLillo's latest work centers around a fictional account of Lee Harvey Oswald and his role in the assassination of JFK. More importantly, it centers around how he got there and what drove him to it. There is a subplot that revolves around various US intelligence agencies attempts to use him as a tool to suit their own ends.

The strength of the book is as a character study of Lee Harvey Oswald. It traces his development as he attempts to fit into various places throughout his life. We follow Oswald as he goes from New Orleans to Dallas to the US Marine Corps to the USSR back to Dallas again. The book sketches out a man who eventually looks to make his mark in History, the only place that won't reject him. Oswald decides to finally be somebody.

The subplot of the intelligence of agencies trying to compete to use Oswald for their own ends is fascinating. As you descend into the phantom world of intelligence and reality is really

what you perceive, rather than some objective thing "out there", you begin to see that it is easy to attempt to manufacture people's perception for your own purposes. Especially when attempting to sort out various levels of camouflage and deception is your normal everyday procedure and nothing is ever what it seems.

Drawbacks? The book moves very slow at times as the author takes his time and sets things up. He spends a lot of time drawing out the characters and locations. The little interruptions by Oswald's mother, as she gives her side of the story, are especially slow and do nothing to advance the story. The fact that she talks in her own uneducated dialect is very jarring and slow down the pace as the reader must adjust to it.

Overall a good novel that is a must for all DeLillo fans. I would recommend it with the proviso that the reader must give it a chance and be prepared for some slow parts.

• • • • •

NEW AND IMPROVED LETTER COLUMN:
JACK'S SOAPBOX!!!

STAND UP AND SAY "I'VE HAD ENOUGH AND I AM NOT GOING TO TAKE IT ANYMORE!!!!"

Here's a letter from a new friend, Mark Strouthes, who I met at Tom Swider's place. See Tom? Whining works. I got a letter! Take it away, Mark:

"You're right on the money: Mr. North is a crook, as is Mr. Poindexter. America has got to learn that no one is above the law. It makes me sick. Mr. Nixon is back in vogue now, can you believe it? I'm appalled that the "law and order" Republicans are stomaching (and producing) this crap; I guess it proves how highly they hold their values in esteem (Oh, I forgot; many of them don't come equipped with such values or conscious). Back when I was younger and naive and 18, I registered Republican. Why? Looking back, I don't know. I think that I wanted to vote in the Republican primaries just to screw up the outcomes. But that is neither here nor there.

I am ashamed of the current Republican legacy--that of lying to the American people, and then gloating over it because they get away with it. Unfortunately, the fault is not entirely theirs. If people weren't so incredibly STUPID (yes, in that literal sense), things like this wouldn't be tolerated. Not only STUPID, but GULLIBLE. If people weren't so gung-ho to buy the line that Republicans are feeding us, that we "feel good" about America, we could see the truth. Doesn't it bother people that America's TRILLIONS of dollars in debt? Doesn't it bother people that Uncle Ronnie, who promised to eliminate the budge deficit in his first term, instead increased it to record levels? Even during the oil crunch things weren't this bad.

How about the fact that unemployment is down? Sure it is. Do you know why? The Reagan-Bush administration redefined the term, so that millions of the jobless are now "not looking". It's pure numerical manipulation, designed deliberately to mislead the American public. The reality is that unemployment is NOT at its lower level in years; the reality is that the administration is lying to us. The jobs created? Fast food type part-time crap. I'm sure very few of us consider working at McDonald's a good career move, especially since the administration kept the minimum wage at the same level for eight years, while the cost of living kept increasing. Bend over America, it feels good.

The Oliver North scandal is indicative of the abuses rampant in the Reagan-Bush administration. There have been record numbers of government officials indicted, resigning in disgrace, all Republican, for various fraudulent reasons. These people don't "feel good" about America, these people are feeling up America. The very fact that they are committing their crimes against our country proves that they have no respect for our laws or for our system of government, for our way of life. They use America for their own personal gain, and hide behind the flag afterwards. Let's just bend over a bit farther for the next four years; after all, we're going to be raped in a "kinder, gentler" fashion. I personally cannot feel good about America knowing that these injustices plague the US. Where is America's sense of moral outrage? What's gone wrong with the country? Why doesn't someone DO something before it is too late?"

Geez, what can I say to that? Although I wasn't that upset, I agree completely with you and just let me say that, on behalf of the Democrats of America, accept your apology and welcome you back into the party.

Tricky Dick has been working on his image for years, going on talk shows, writing totally worthless books on foreign policy -- I know, I've tried to read a few of them -- full of generalizations and extremely repetitive, pretending to be the granddaddy of the Republican party, and never mentioning the W word. Heard he even called Reagan during the current Iran-Contra Scandal screaming "Burn the tapes!" into the phone at Reagan.

I'm surprised that the facts you found on unemployment, which don't surprise me coming from the same administration that called ketchup a vegetable, were ever published by the "liberal" press, another Republican lie. I don't see all this liberal bias, Reagan's lies don't even make it into the papers, let alone TV, anymore.

Hey, stealing is okay as long as it is not done violently. Willie Horton is out and Ollie North is in Babe. As for government being sleazy, Jimmy Carter had one guy, Bert Lance, get in trouble and the "liberal" press, as well as the Republicans, never forgot or forgiven. Reagan has a guy resign or get indicted every three months, and nobody cares. Yeah, real anti-Republican media bias there. As for them resigning in disgrace, the only disgrace to Republicans is to not cash in one ones government service by publishing your memoirs on government service. Republicans have found it is much more lucrative to leak after one leaves office than during one's time in office. Publishing companies pay one hell of a lot more than Washington beat reporters do for a good story, just ask Dave Stockman or Larry Speaks.

I was a little disappointed that none of you Republicans out there did not respond to my challenge. Chicken?

Well that's all for now kiddies. I'm tired and the Super Blowout, oops I mean, Bowl starts in a few hours.

Coming Attractions: A Readlist (I promise!), and article on US Foreign policy, a response to Kirk, my Confederate friend, and a music snob quiz (Are You A Music Snob?). And, of course, whatever letters you guys send in and, maybe if we get enough people, a game start or two. Gee, I'm so excited my palms are sweaty!

AREX

RAILWAY RIVALS (London to Liverpool)

Turn 5

Turn 5 Rolls: 5/6/3

CURRY	<Theo Clarke>: 5a: (D63) C63-B62-Coventry-M22-M22. 5b: (M22) <u>L21</u> -Birmingham-J20-120-Wolverhampton (Coventry) A63. 5c: (L65) M65- <u>Cambridge</u> -N63
BL	<Melinda Holley>: 5a: (A46) B46-C47-Doncaster (D8) D9-C9. 5b: (C9) Liverpool (C50) C51-C52-C53-C54-Nottingham-C55. 5c: (C54) C55-B55-Derby.
POW	<Wallace Nicoll>: 5a: (C48) C47-C46-C45-C44 (G13) G12. 5b: (G12) G11-G10-G9-G8-Manchester (M21) M22. 5c: (M22) <u>N22</u> -A63-B63.
MNL	<Mark Strouthes>: 5a: (B48) B47-C47-D46 (C47) <u>Doncaster</u> -E48. 5b: (A53) A54-B54-B55-B56-C57-D57. 5c: (C48) Liverpool (G13) F13-F14.
DRIVEL	<Conrad von Metzke>: 5a: (Leicester) E59-E58-D57-C57-C56. 5b: (C56) C55-C54-C53-C52-C51-C50. 5c: (Coventry) A63-A64-B64.
GSL	<Spike van Robart>: 5a: (F56) F57-G58-H58-159-J59. 5b: (J59) <u>Peterborough</u> (Lincoln) J50-J49-J48-J47-K47. 5c: (K47) L46- <u>Grimsby</u> (G51) G50.

Accounts: BL : 83 - 1 (POW) - 3 (GSL) - 10 (DRIVEL) + 10 (DRIVEL) + 2 (MNL) = **81**

DRIVEL: 56 - 4 (CURRY) - 10 (BL) - 1 (GSL) + 10 (BL) + 1 (POW) + 2 (CURRY) = **54**

GSL : 37 + 6 (Peterborough) + 6 (Grimsby) + 3 (BL) + 1 (DRIVEL) = **53**

CURRY : 38 - 2 (POW) - 2 (DRIVEL) + 8 (POW) + 6 (Cambridge) + 4 (DRIVEL) = **52**

POW : 16 - 8 (CURRY) - 1 (GSL) - 1 (DRIVEL) + 1 (BL) + 1 (MNL) + 2 (CURRY) = **10**

MNL : 7 - 1 (POW) - 2 (BL) = **4**

Turn 6 Roll: 6/4/2

DEADLINE FOR TURN 6 BUILDS: MARCH 10, 1989

GAMENOTES:

1) Since there is only one town left connected, any player can declare the building round over in two build rounds. This means that should any player decide the builds will end, we will only use the first two die rolls. This procedure will continue until the building is declared over or someone connects Oxford. If Oxford is connected during the first die roll (6), no further builds will be allowed.

PRESS:

DRIVEL TO ALL: Personally, I think we need about two more build turns after this one to do much good. So if there's a town left after this time, would someone please have the forebearance to hold the hell off? Thanks.

MAIMONEDES TO ARIES: Maybe you've been known to be wrong, but I don't think it's this time. In fact, I'm wondering if maybe I didn't write your analysis for you! No, I guess not, because I do have one technical correction: Liverpool/Manchester is really a single hub, and you omitted Birmingham. I would actually go so far as to say that any player who does not have a line within ten hexes of London when the races start, is no longer in the game. And with all this in mind, for my money the only line in this game worth a nickle is Theo's.

BOULDERDASH

VANDALS! (1988 0/h..)

445 A.D.

444 AD Builds: FRANKS: Riley Hamilton takes over and builds 4 A's VET; has 0d.

GOTHS: Build A Bur A Aug; has 1d.

ROMAN EMPIRE: No change.

HUNS: Build A Ser; has 3d.

VANDALS: Build A Sax; has 0d.

445 AD Moves:

FRANKS <Riley Hamilton>: Fleet moves: a vet-b-f MBI-d-LON. a vet-b-f mbi-0BR. Army moves: a EBU-s-lon; k col-VET; a COL & c COL-h; a VET a VET & a VET-s-col.

GOTHS <John Caruso>: a BUR-s-mar; a MAR-her; c MAR-s-her/her; *a aug-arg (ann); *c aug-s-her/nor (ann); c pan-POE/III; a AQN-s-poe; c AQN-s-poe/poe; a AQL-III; a NOR-s-III; c NOR-s-III/aql; k aug-nor/AQL.

HUNS <David Anderson>: *a ser-nro (r: DAC); k ser-pyd/ATH; c MAC-s-pyd/ser; a dac-SIR; c dac-s-sir/SIR; a car-PAN; c car-s-pan/COS; c cos-s-qua/QUA; a cos-QUA.

ROMAN EMPIRE <Jack McHugh>: Fleet moves: a lma-b-f mty-MIO-d-*ath (r: EPI). Army moves: a nea-SAM; a NMI-h; a UTL-h; a HRE-h; a TIN-h; a MTI-h; a emp-NRB; a aqt-LUG; a lug-ALP; a GIN-s-alp; a GEN-s-alp; a MAS-s-alp; a CIS-s-alp; a BEL-s-gsu; a GSU-s-fra-arg (nso); a RAV-aqu (imp); a ETR-rav; a ROM-etr; k rom-eti/RAV; a dyr-SER; *a sir-s-ser (r: SLO); a ILL-s-aql; a NRO-s-ser; *a pyd-s-ser (r: DYS); *a poe-nor (ann).

VANDALS <Tim Raithel>: a SAX-col; a SAX-s-col; a SAX-mar; a RHA-nor; a arg-AUG; a HER-s-aug; c RHA-s-aug/h; k ADE-s-aug/h; a ADE-s-aug; c alp-ade/AUG.

PLUNDERS THIS TURN: Vandals plunder AUG. Goths plunder Aqn. Huns plunder Ath (**).

PLUNDERED CITIES : Aug Aqn Ath Ser Sir (5 of 33)

HUNS EUROPEAN TOUR: Ath Ser Sir (3) (12 needed to win)

INCOME: FRANKS : Col Ebu Lon + 0d saved = 6d to spend. Onboard forces valued at 30d.

GOTHS : Aql + 5d plunder Aqn + 1d saved = 8d to spend. Onboard forces valued at 35d.

HUNS : Plunder Ath + 3d saved = 13d to spend. Onboard forces valued at 32d.

ROME : 23 Cities, 24 Units = remove 1 units. Has 4d left. Forces = 71d.

VANDALS: Arg + 5d plunder Aug + 0d saved = 7d to spend. Onboard forces valued at 31d.

GAMENOTES:

- 1) First, there is some errata that has caused a problem because it was not noticed earlier. In 443 moves, the Roman moves a poe-SLO & a ser-SIR had their capitalization in reverse (ie. both moves succeeded). What was worse is that when the 443 builds were typed, the units were listed as being a POE and a SER (their erroneous capitalizations) rather than a SLO and a SIR (the correct positions). a dyr-SER succeeded in 443 so Romans do have the A Ser unit. Lastly, the Goths do have a legal retreat for their unit c poe (dislodged) and retreats to PAN.
- 2) Secondly, there were some income problems. The Franks should have 12d to spend, and that the year before each city was paid off at 3d instead of 2d. The first error stands corrected, and it is too late to correct the second error, so it will stand as is. My apologies.

DEADLINE FOR 445 A.D. BUILDS: MARCH 10, 1989

FIREPOWER

FINAL CONFLICT (1984 uGF20)

SPRING 2110

RETREATS: RUS: p man r kaz (ill; goes OTB) a pek r Mon
SAF: a MOS r HUN

BUILDS: AUS: NMR! Keeps \$8.
BRA: Even.
RUS: remove a Kor a Mon. Give USA \$1. Keeps \$0.
SAF: Build p HUN p MOZ. Keeps \$0.
USA: Build f ALA p COL. Keeps \$2.

SPRING 2110 ORDERS:

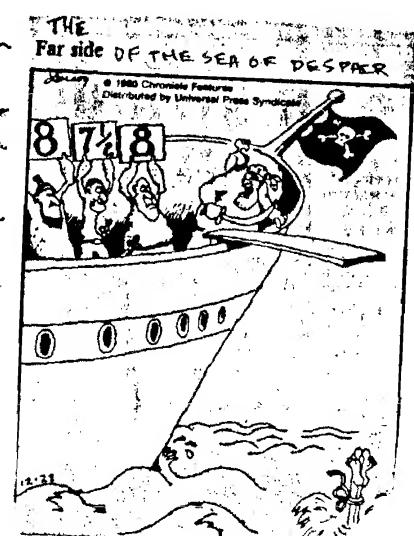
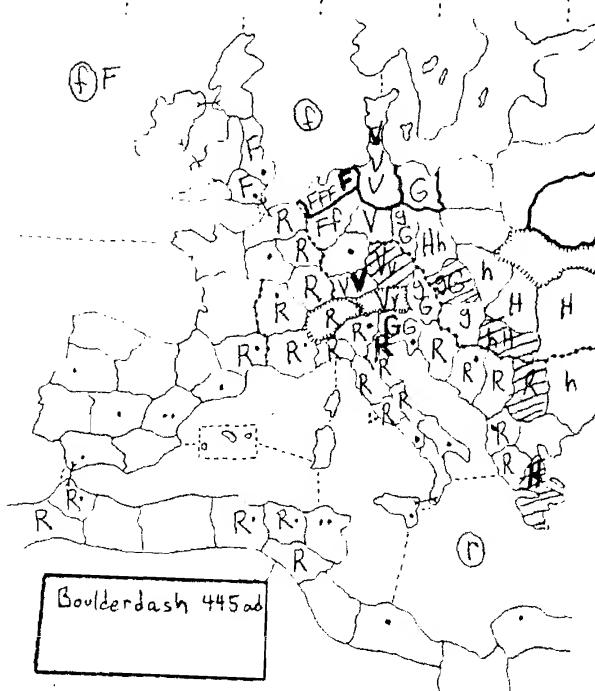
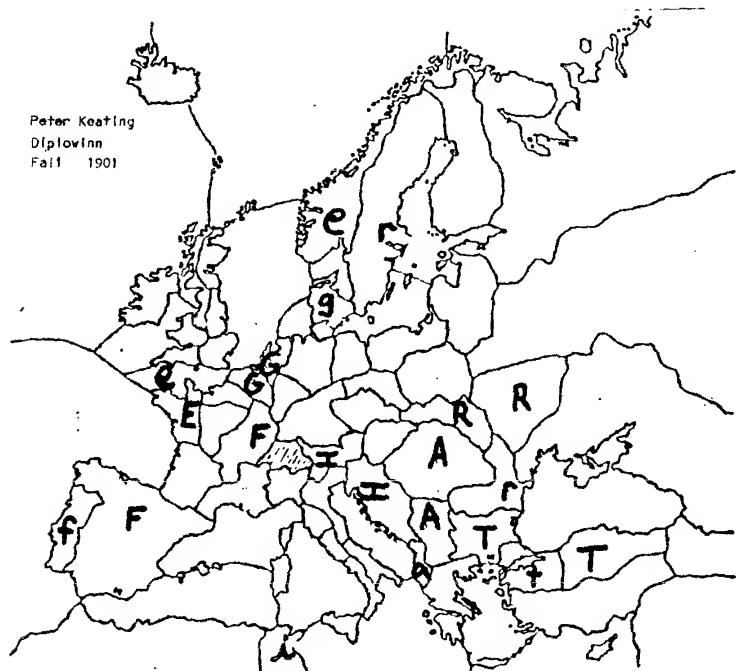
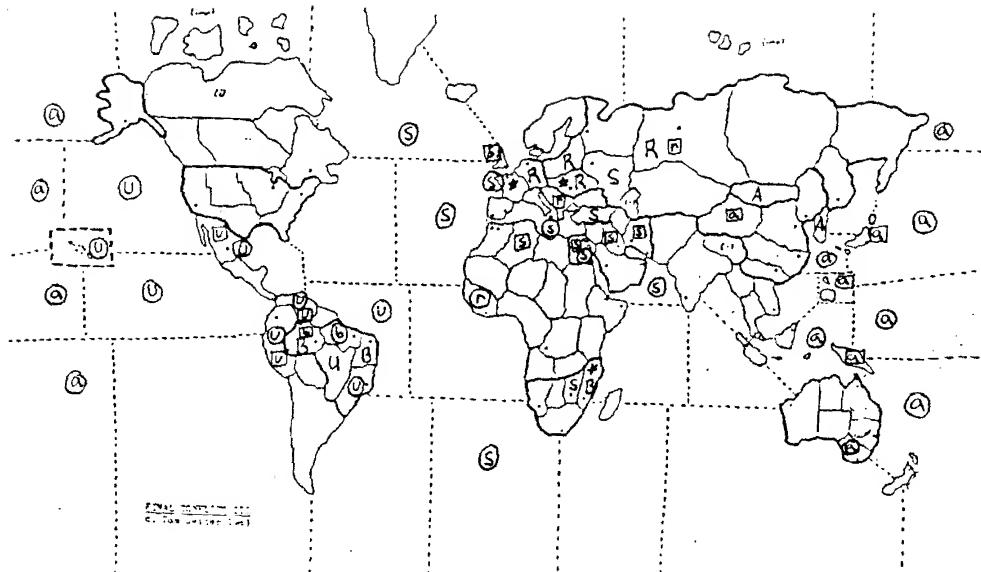
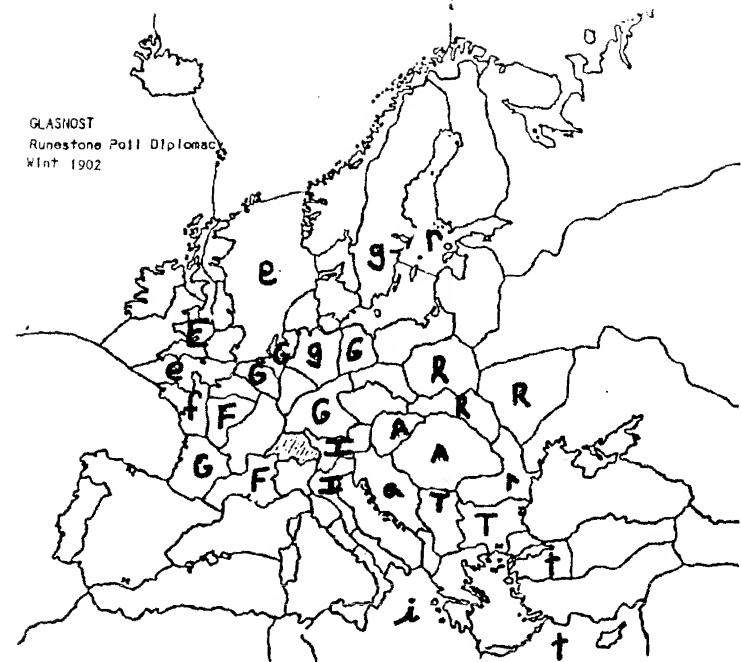
AUSTRALIA <Tom Mainardi>: f pek-YEL; a sin-MON; a man-KOR; p SIN-s-saf-a kur-mos; f soj-NWP
[s f MWP]; f nwp-BER [s p JAP p PHI]; f MEL-swp; f JAV-s-f mwp;
f SWP-sep; p mal-NEG.
BRAZIL <Brady Richter>: a rho-MOZ; f BEL-ms-a SAL; a AMA-s-f bel; p AMA-s-a sal.
RUSSIA <David Anderson>: a mos-HUN [s *p fra (r: Sen Ita Ger Pol Hun Syr otb) p BAL p OMS];
a OMS-mos; a ark-POL; a ita-GER; f SEN-mwa (imp).
SOUTH AFRICA <John Crow>: a kur-MOS [s *a hun(ann) *p hun(r: Mos Kur Tur otb) p BAG p TEH];
f PSG-h; f egy-MED; a bag-TUR; f sau-EGY; f Ibe-FRA(NC) [s p EGY];
p mor-ENG; f eng-LAB; f swa-SEA; f mea-NEA [s p ALG]; a zam-RHO
[s *p moz (r: Som Sud Zai Ang Ken Zam Bot Nam Cap otb)].
UNITED STATES <Mikel Petty>: f RIO-sal; a arg-MAT; f RIO-sal [s p VEN]; f COL-sep; f ala-NEP
[s f HAW]; p MEX & f MEP-s-f haw; f MWA-bel; f VEN-h;
f car-MEX(EC).

III-gotten Gains: AUS: mon kor. BRA: MOZ. RUS: HUN. SAF: fra MOS tur RHO. USA: mat.

GAMENOTES:

- 1) SA and SAU draws have both been vetoed. Tallys were identical: YES=1 No=2 NVR=2.
- 2) Thanks to Nick Dowling for unused standby orders.

DEADLINE FOR FALL 2110 MOVES: MARCH 10, 1989



GLASNOST

RUNESTONE POLL DIP (1988 R/r..)

WINTER 1902

Fall 1902 Supply Center Ownership:

AUS	3	Vie Bud Tri	Even
ENG	3	Edi Lvp Lon	Even
FRA	3	Par Mar Bre	Even
GER	7	Ber Kie Mun Den HOL BEL SWE	Build 3
ITA	3	Ven Rom Nap	Even
RUS	5	Stp Mos War Sev Rum	Even
TUR	5	Con Ank Smy BUL SER	Build 1
XXX	5	Gre Nwy Spa Por Tun	

Board Positions For Spring 1903

A Vie	A Bud	F Tri
A Wal	F Eng	F Nth
A Mar	A Par	F Bre
f Swe	A Ber	A Mun
A Tyo	A Ven	F Ion
F Bot	A War	A Gal
A Ser	A Bul	F Con
	F Smy	F Eas

Winter 1902 Builds: GER: Build F Kie A Ber A Mun TUR: Build F Smy

GAMENOTES:

- 1) Thanks to Jim Nickel for unused standby orders.
- 2) A separation is necessary because of the season labeling foul-up, and that one player requested a separation. The material in Comrades In Arms #24 should have been labeled as "Fall 1902" and have a supply center ownership chart.
- 3) All ballots, orders and press will be held over until next deadline and will be used unless a new set of orders or ballot is received. If you are changing a ballot, please note on the new ballot that this ballot supercedes your old ballot.

SPRING 1903 ORDERS DUE: MARCH 10, 1989

KAIZEN

KREMLIN (1988 AR/pa2)

Turn 2 Purges/Spy Trials

JUSTIFY YES

BRAD's IP EXPOSURE: 10 on Mikail (T), 6 on Boris K (N) and 3 on Oleg (O)

KAIZEN DECLARED INFLUENCE TALLIES
Up To End Of Turn 2

Code	Name	Age	Position	Bohner	Caruso	Sacks	Martin	Richter	Strouthes	Wilson
A	<u>Nestor?</u>	88	Party Chief				2			1
T	Mikail	59	KGB Head		6	7		8		10
D	<u>Petr</u>	75	Foreign		4	5		2		
C	Alexej	74	Defense							
N	<u>Boris K</u>	64	Ideology				1			6
F	<u>Andrej</u>	75	Candidate	7				7		
W	Leonid	54	Economy							
Q	Tigran	60	Sports		1					
L	<u>Igor</u>	65	Candidate							
U	Wassily	56	Candidate							
E	Karel	72	Candidate							
G	Diwan	70	Candidate							

THE HUDDLED MASSES:

H Nikolai	69 People;	I Anatol	68 People;	J Antonj	67 People;
K Eduard	66 People;	P Iwan	61 People;	R Tur	59 People;
S Ludmilla	58 People;	V Natasha	55 People;	X Boris B	53 People;
Y Ulan	52 People;	Z Viktor	50 People.		

THE COLD MASSES:

M Sergei	64 SIBERIA	O Oleg	62 (Brad=3 IP) SIBERIA
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(An underline name means sick, and **bold** means ill. If the office is underlined, the holder is currently visiting the Sanatorium. This chart will list current ages. Dead or retired characters will be removed from the chart as the game progresses.)

GAMENOTES:

- 1) Although unusual, there is nothing in the rules that prevents Brad from declaring IPs on a character in Siberia. IPs are only lost when a character is sent to Siberia.
- 2) Because this is turn 3, players will have to assign 2 points for declared IPs or taking additional cards. Your orders may be made conditional upon previous IP placement by players moving before you (starting with Strouthes, going alphabetically and wrapping around back to Bohner).
- 3) Let's use this delay to catch up on the game situation. In addition to the turn 3 point assignments, I will ask players to submit orders for the Cure phase, and first Purge and Spy Trial declarations. I will then publish the Cure and First Purge/Spy declarations, allowing players to influence these proceeding more carefully. The changes in the politburo were somewhat unexpected.
- 4) I am assigning a two week deadline for this so that we can make up the lost time. I will be sending this adjudication out before the xyn, so you should have plenty of time to submit orders. I will adjudicate and send out results on the deadline day.

DEADLINE FOR TURN 3 POINT ASSIGNMENTS: FEBRUARY 9, 1989

PETER KEATING

Diplowinn (1988 AO/r...)

Fall 1901

AUS <Steve Courtemanche>: a tri-SER; f ALB-gre; a BUD-tri.
 ENG <Michael Hopcroft> : a wal-BRE [c f ENG]; f nth-NWY.
 FRA <Nick Dowling> : a BUR-s-ita-a tyo-mun(nso) ; a mar-SPA; f mid-POR.
 GER <Robert Sacks> : a kie-HOL; f DEN-F; a ruh-BEL.
 ITA <Scott Beckett> : f ion-TUN; a ven-TRI [a TYO].
 RUS <David Anderson> : a war-GAL; f bla-RUM [a UKR]; f bot-SWE.
 TUR <William Lydick> : a BUL-gre; a ANK-con; f CON-bul(EC).

Fall 1901 Supply Center Ownership:

AUS	3	Vie Bud <u>tri</u> SER	Even
ENG	5	Edi Lvp Lon NWY BRE	Build 2
FRA	4	Par Mar <u>bre</u> SPA POR	Build 1
GER	6	Ber Kie Mun HOL BEL DEN	Build 3
ITA	5	Ven Rom Nap TUN TRI	Build 2
RUS	6	Stp Mos War Sev SWE RUM	Build 2
TUR	4	Con Ank Smy BUL	Build 1
XXX	1	Gre	

GAMENOTES:

1) I would like players to send in winter builds and spring 1902 orders. I will separate this season upon the demand of one player, or in case a player misses the builds.

DEADLINE FOR WINTER 1901 ORDERS: MARCH 10, 1989

PRESS:

GERMANY TO ENGLAND: Press? Is this a gunboat game? Stop insulting the field mice.

GERMANY TO ITALY: I didn't dictate. I made a suggestion which you chose to violently ignore, thereby repudiating your correspondence to me. How can I trust you now?

GERMANY TO FRANCE: I like the wall idea. What's the army for?

TURKEY TO ARIES: You? No sympathy? Who would have imagined? I knew that after you tossed that stupid idiot whazisname...

CON TO LONDON: My Sultan would like me to report to you that your latest shipment of opium should be arriving on London docks within the next two weeks, but he warns that any press which you send out should be first reviewed and revised by your Minister of Public (and Private Extra-Marital) Affairs in order that you don't sound so much like the drugged out, half-crazed lunatic we heard last time. Oh, and by the way, did you know that "fuglank-vitch" translates into "I love you and want to fuck your brains out" in Turkish? You might want to watch what you say from now on.

CON TO PARIS: Greetings! Who are you? Where are you? Why haven't I heard from you? Is the paranoid PM blocking your mail delivery, or is it some form of internal strife? If you want, I'll sell some of the PM's opium to you. I don't think that it'll help, but it sure will make you feel good when you get it between the shoulder blades.

CON TO LONDON: 1) So what. 2) Why, you planning to impersonate me or something? 3) You're damn right that's the wrong game. Just one more piece of evidence of extreme opiate use.

ARIES TO CON: 1) It allows for better lubrication. 2) It beats hanging out in Tom's River. 3) It's fun to have fun, but you have to know how.

ARIES TO ENG: 1) One time, yes, but never again. 2) Definitely not! 3) At the corner drug store (only if you're over 18 years of age). <&

CON TO ROME: Would this do? -----@-----++++/

It's only fishing line, but will it do? If so, watch out for the hook, link and stinker.

CON TO BERLIN: Welcome! To quote a famous song, "Somewhere out there, the German is on a wing and a prayer..." How about some letters? This is Diplomacy so be diplomatic! OK?

CON TO MOSCOW: I see that your fishing fleet is out in full force. Unfortunately, your request for them to dock inside the Ottoman Empire has been categorically denied. Sorry!

CON TO BUDAPEST: Hands full? Try Amr-O-Matic! Only \$19.95, aw what the heck, let's make it \$20! Helps you to juggle fifteen things at once by way of body-limb prosthesis. Now you can turn the pages of ten books at once with Arm-O-Matic. Just dial 1-800-482-5653 to order yours today. We accept all major, minor and G seventh chord credit cards.

ENGLAND TO FRANCE: I've thought about this very hard, so it isn't an off-the-wall move.

ENGLAND TO RUSSIA: If we bounce in Norway I will not be a happy slappy.

ENGLAND TO TURKEY: Don't mind weird press. It happens. When you asked what kind of drugs I was on, I'm not sure whether you were attacking me or asking for a free sample...

ENGLAND TO GM: I didn't know any Peter Keating. The only Keating I know of well is Michael Keating, a British character best known as Villa from "Blake's 7".

LONDON TO WORLD: Get off that continent! It's mine! You hear me? MINE! (Get those men in white uniforms away from me! How dare you! Unhand me! You can't do this! I'm Napoleon! How dare you! I'll have your heads for this!!!) Due to mental difficulties beyond our control, the PM has been taken to the famous American psychiatric hospital called Bellevue. We are holding bidding at Buckingham Palace for the PM's successor.

WORLD PRESS: Today, the United States uncovered the reason for the disappearance of the third fleet while practicing off the coast of England, and boy, are they pissed. The English navy, such as it is, had mined the entire North Sea thirty-eight years too early to sink the Tirpitz and the Bismarck.

In other news, the PM has disappeared after a mysterious shipment from Turkey arrived at London docks. It has been feared for a long time that the PM was on drugs, because according to Miss Judith Crabapple, his housekeeper, "he sits around all day, breathing smoke from a pipe and listens to Jethro Tull's Thick As A Brick album." They do say that music snobs' taste in albums (or lack thereof) reflects on the listener's personality.

ITALY TO RUSSIA: Thanks for communicating. Everyone else, *?/-¢+*@.

AUSTRIA TO ENGLAND: Thanks! I don't even get any press from you. I know when I'm not wanted.

AUSTRIA TO RUSSIA/TURKEY: Separate your moves are fine. Together, they spell trouble with a capital "T".

AUSTRIA TO TURKEY: If you went to Bulgaria (ec), I am sorry! If not, let's talk some more.

AUSTRIA TO ITALY: My life is in your hands. Wipe that butter off of them!

AUSTRIA TO FRANCE: You better keep your promises.

AUSTRIA TO GERMANY: We need to talk and a lot more than those short notes would be helpful.

FRANCE TO GERMANY: Let's try a diplo-lose.

NICK TO FOLKS: Is the reason nobody writes me is that I don't write anybody?

MASTER-BLASTER

Circus Maximus

Gamestart Notice

Let the games begin! It looks like we have four players, and each will run two chariots. The players are: Brad Wilson, Chuck Lietz, Jack McHugh, and MP (Marcus Paulinus) Barno. A copy of the play by mail rules will be enclosed with your copy of Comrades In Arms.

By the next deadline, please send in the chariot designs and driver names for both of your chariots. At that stage, I will position the chariots on the playing field. So that the game does not take forever, I will be having mid-month deadlines, where the results will be adjudicated and sent out after receiving the mail for that day. If you like, you may include a set of general orders in case you miss a turn.

CHARIOT DESIGNS ARE DUE: MARCH 10, 1989

The Sea Of Despair

Chapter 7: The Final Blood

"Come on crew, let's join hands and say a prayer to the Gods of the Purple Infranet." Reverend Roger spoke, donning his head gear. "And Michael, would you please stop picking your nose. That's rather gross, and you'll get snots all over someone else's hand!"

The crew joined hands. Jeff, not being as quick as everyone else, was left holding Michael's hand. "You know, you're a slob!" Jeff remarked.

"They say that it's good luck. Too bad you didn't have a lucky napkin to wipe it in."

"Could you two please be quiet before the stark hand of silence sews your mouth shut with dental floss?" All became quiet, and all eyes were upon Reverend Roger. Minutes later, he fell into a deep sleep and started babbling in an ancient tongue.

"Quid ages hodie! Vox nobiscum! Mikus Dekaukum! Vroom vroom vroom!" the chant began. "Omnia gallia in partes tres divisa est! Agricola fur neau generatum est!". Silence.

"I knew he was a fraud." said Raithel. "The fool passed out. Let's toss him." The circle was broken as the crew picked him up and started moving the body out the cabin door.

"NONE SHALL PASS!" The cheiftan hefted his axe and crushed the body

"Shit! What are we gonna do?" O'Paul winced in opaullment.

"You could close the door for starters" Roger gurgled in a pool of blood. Everyone set the priest down and he concentrated his last minutes on the souls in the sea. "Speaking of 'Shit!', why don't I conjur up that asshole Barno and see if he's got an axe to grind." The Reverend spoke no more, but he brought back a plague worse than that found in a box of spoiled snausages. And who knew what the unpredictable Zen Master of Thai-dyed would do?

"Well, I must say," the Blarfo said, "it's good to be back, even if it is to rat on my

friends. If anyone should go, it should be Bohner and Leskow. Their minds have gone on them. One night I came to return a book to their cabin and they were making the beast with two backs."

"Yeah, let's toss the poofers!"

"Or not!" smarted the Blarfo. "Actually, Dave is too skinny for my preference. Jeff also likes Budweiser and could borrow Matt's blanket. Hmmmm...."

"Enough! Enough torture! Get the blarfo out of my mind!" the Captain raved.

"Za-hooole! Eooooohaz! GAK GAK GAK! TOMMMIEE! CAN I HAVE A PIGGIE-BACK RIDE!?" the Evil Blarfo yelled. This ghost was making a spectre-cal of himself.

"Get him out of my mind!"

"I'll leave iff I can take the two Dave's with me. I have SPECIAL tortures for them. I will always haunt the Swiderhund one way or another and I just want to have more f-f-FUN!"

"Agreed. Taking them and going away is the least you can do. What are their punishments?"

"Dave Leskow will be sent to a reunion of 'The Who' concert to be held in Edmonton where he will be trampled by a pack of Canukies rushing to the beer garden. Dave Anderson will be forced to play face to face Diplomacy with the MadLads until he manages to participate in a draw. And gunboat doesn't count!"

"Anything else?" said the Captain.

"Nope. And because you can't find a way of ending the story anyway, I'll do it for your added comfort and convenience.

THE END

• • • • •

SUMMARY: Dave Leskow (10) Roger Cox (10) Dave Anderson (10)

OTHERS WHO GOT VOTES: Ken Peel (8), Jeff Bohner (6), Fred Hyatt (5) and Tim Raithel (1)

SURVIVORS: Jeff Bohner, Michael Hopcroft, Fred Hyatt, Ken Peel, and Tim Raithel. Congratulations and four free issues to each of the survivors.

SINISTAR

DUNE

Turn 5 Bids

Turn 5 Bids

The Guild has just played a Karama card to prevent the Atreides from looking at the cards as they come up for bid. Ideally, this card should have been ordered during the combat deadline, but an adjustment can be made to allow for the playing of this card.

The one card which is left in the deck will be one of four up for bid (remember that Guild will no longer have a full hand). The deck is re-shuffled and the additional three cards for this bid round will be dealt.

Card #	Winner	Price
1	G	5
2	B	3
3	B	3
4	H	2

Accounts Prior to Turn 5 Moves:

	A	B	E	F	G	H
Turn 4 (End) :	18	8	10	2	28	9
CHOAM :	0	2	0	0	0	0
Bid Round :	0	-6	13	0	-5	-2
Gifts :	0	0	0	0	0	0
Total :	18	4	23	2	23	7

Board Position Prior to Turn 5 Moves:

ATREIDES <Mark Strouthes>: Holds 4 cards. Has 7 (Arrakeen), 10 (Tanks), 3 (Reserves).
 BENE GESSERIT <Bobby Laboon>: Holds 4 cards. Has 2 (Carthag), 2 (Imperial Basin), 2 (Hab Ridge Sietch), 2 (Tuek's Sietch), 1 (Arrakeen) 11 (Reserves).
 EMPEROR <Jack McHugh>: Holds 4 cards. Has 5,2* (Sietch Tabr), 5 & Bashar (Tanks), 5,3* (Reserves).
 FREMEN <Brady Richter>: Holds 2 cards. Has 1 (FW East), 7 & Jamis (Tanks), 9,3* (Reserves)
 GUILD <Roger Cox>: Holds 4 cards. Has 6 (Tuek's Sietch), Staban Tuek, 2 (Tanks) 12 (Reserves).
 HARKONNEN <Chester Gates>: Holds 7 cards. Has 1 (FW West), 8 (Carthag), 4 (Reserves), 3, Feyd Rautha, 4 (Tanks).
 RECORDED : Storm In Sector 3 (Clelago NE) 8s (Habbanya Erg) 8s (Funeral Plain)

GAMENOTES:

- 1) Harkonnen has 4 (Reserve) and not 4 (Red Chasm) as reported in last issue.
- 2) FYI: Bene Gesserit has declared they are not coexisting in Carthag.
- 3) No map this time. The map in last issue stands as correct to this point.

DEADLINE FOR TURN 5 MOVES: FEBRUARY 28, 1989

PRESS:

GUILD TO HARKONNEN: "The Song remains the same."

GUILD TO ATREIDES: Do the Harkonnen tell you when to go to the bathroom, too?

GUILD TO FREMEN: Let's MAKE SOME NOISE! (I know a safe leader of yours)

FREMENT TO GUILD: Need safe leader info?

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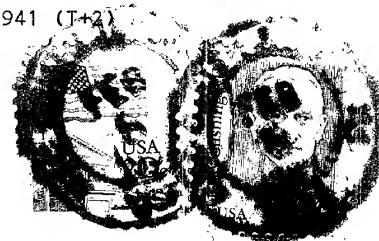
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15-F